TERMINATOR 2
JUDGMENT DAY

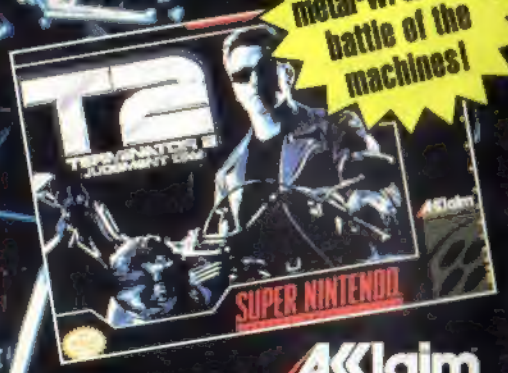
YOU'VE PLAYED THE ARCADE GAME NOW RE-LIVE THE MOVIE

You are a T-800 terminator: living tissue over metal endoskeleton armed with a shot gun, machine gun and a blazing multi-barreled mini gun! Find John, rescue Sarah, wipe out Cyberdyne Labs and terminate the liquid metal T-1000!

Destroy Cyberdyne research!

Hasta la vista, baby!

The ultimate metal-wrenching battle of the machines!



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T2™
THE ARCADE GAME™

INSTRUCTION BOOKLET

LJN LTD

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY Nintendo

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TERMINATOR™ 2
JUDGMENT DAY

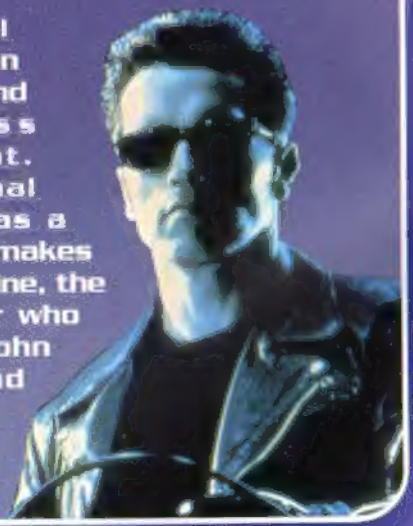
3 billion human lives ended on August 29th, 1997. The survivors of the nuclear fire called the war Judgment Day. They lived only to face a new nightmare, the war against the machines!

This war has raged endlessly for three decades... but the tide is turning. The human Resistance scores greater victories with every day. SKYNET—the supercomputer controlling the machines—has been forced into a last desperate effort to destroy its enemy. It has sent two terminators back through time to eliminate the future leader of the Resistance... John Connor.

The first terminator was programmed to strike his mother, Sarah Connor, in the year 1984... before he was born. It failed.

The second—a T-1000 Advanced Prototype—was sent to strike John himself when he was 10 years old. As before, the Resistance must send a lone warrior to protect him. The only question is who will reach John first: the T-1000 or you... a Cyberdyne Systems Model 101 T-800 Terminator captured and reprogrammed by the Resistance? Your skin of living tissue allows you to blend in with humans unnoticed.

Your metal endoskeleton can withstand relentless punishment. Your lethal efficiency as a terminator makes you, a machine, the only warrior who can save John Connor and mankind!



MISSION READY SEQUENCE

STARTING UP

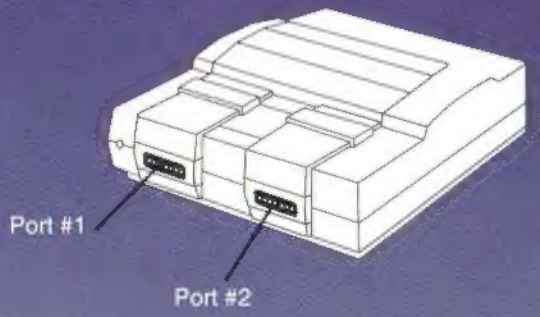
1. MAKE SURE THE POWER SWITCH IS OFF.
2. INSERT THE T2™: THE ARCADE GAME™ GAME PAK INTO THE SUPER NES® SYSTEM AS DESCRIBED IN YOUR SUPER NES® SYSTEM INSTRUCTION MANUAL.
3. TURN THE POWER SWITCH ON. IN A FEW MOMENTS THE LICENSE SCREENS AND STORY SCREENS WILL APPEAR.

IMPORTANT: ALWAYS MAKE SURE THE POWER SWITCH IS OFF BEFORE INSERTING OR REMOVING THE GAME PAK.

CONTROLLER & PLAYER SELECTION...

REAL ARCADE ACTION!

Experience the fingertip precision of the standard Control Pad and the Super Nintendo Mouse, or the real arcade feel of the Nintendo Super Scope. Just set up your preferred controller as described in its instruction manual and the Super Nes® will automatically recognize what kind it is. You can use the Mouse and the controllers in either Control Port, but a Super Scope can only be plugged into Port #2.



THE CONTROLS... ARCADE FIREPOWER!

To begin a game using a controller, or to jump into a game already in progress as the second player, press the START BUTTON on your controller. When using the controller, the controls are as follows:

SUPER NES® MOUSE

To begin a game using a mouse, or to jump into a game already in progress as the second player, press either button on your controller. When using the mouse, controls are as follows:

NOTE: To pause a game when using a Mouse, fire into the status area at the top of the screen. To resume, fire again.

SUPER NES® SUPER SCOPE

To begin a game using a SuperScope, press the FIRE BUTTON on the top of the scope. When using a SuperScope, the game's pallette brightens to enhance your accuracy, meaning that you cannot "jump into" a game in progress when using the SuperScope. If you wish to play a two player-game with the SuperScope, you must initiate the game with the SuperScope. Use of the SuperScope Sight is discouraged in T2: The Arcade Game, as certain areas of the screen become unshootable when you calibrate the Sight. If you wish to use the Sight anyway, hold the CURSOR BUTTON DOWN and press the FIRE BUTTON, when on the title screen to bring up the calibration screen. To switch the Sight calibration off, reset the game and start the game using the FIRE BUTTON.

When using the SuperScope, controls are as follows:

NOTE: When using the SuperScope, the crosshairs will appear only when the CURSOR BUTTON is depressed.

T-800 REPROGRAM: MISSION PARAMETERS:

MISSION 1: Los Angeles, 2029. Battle the machines in the ruins of Los Angeles and within the Resistance hideout, and then penetrate SKYNET. At its center lies the Time Field Generator: the sole means of sending you back to the past to protect the young John Connor. Failure will mean the end of the human Resistance before it has even begun!

MISSION 2: Los Angeles, Today. Save the future... in the present! Unaware their research will create a doomsday machine, Cyberdyne Systems is racing to develop the computer prototypes that will lead to SKYNET. Stop their progress... permanently. Destroy Cyberdyne Systems, immobilize the SWAT teams and terminate the liquid metal T-1000. If it targets John Connor, humanity is history.

The future is not set. There is no fate but what we make!

ON THE SCREEN... ARCADE ACCURACY

The game play information appears on the screen as follows:

WEAPONS... INTENSE!

In both missions your main weapon is a machine gun. Its supply of ammunition is limitless, however, constant use gradually overheats it and decreases its efficiency as shown by the gun power indicators in the bottom left and right of the screen

going out. To cool the gun and restore it to maximum efficiency, quit burning rounds until all the indicator lights reappear... just don't get wasted in the interim!

Your secondary—and most destructive—weapon in Mission 1 is a rocket launcher, in Mission 2, a 10-gauge lever-action shotgun. The former will blow apart Aerial and Ground Hunter Killers, blast walls, bunkers, and more. The latter will destroy equipment, tear gashes in tanker-trucks, and seriously slow even a T-1000. However, your stock of rockets and shotgun shells is limited. Be careful not to run out at crucial moments!

Note: For pick-ups that keep your main weapon at maximum efficiency, upgrade main weapon performance, and replenish secondary weapon ammo, see PICK-UPS... NO PROBLEMO! on pages 10 & 11.

PICK-UPS...NO PROBLEMO!

Victory depends on ceaseless firepower, staying alive, and the right weapon at the right time. Grab pick-ups when you can or you're terminated!

ICON	PICK-UP	MISSION	FUNCTION
	EXTENDED RAPID FIRE COOLANT	1	Temporarily allows you to fire your gun without machine overheating or loss of efficiency.
	RAPID FIRE RECHARGE	1&2	Instantly restores your machine gun to maximum efficiency (without the need to stop firing).
	BODY SHIELD	1&2	Temporarily reduces the damage inflicted on you by incoming fire.
	SMART BOMB	1	Destroys all enemies on the screen.
	FULL RECHARGE	1&2	Fully recharges your energy.
	PLASMA PULSE ENERGIZER	1	Temporarily increases the destructive power of your machine gun.
	ROCKET	1	Adds 3 rockets to your total.
	CREDIT	1&2	Additional continue.
	MIRV WARHEAD	1	Temporarily makes your secondary weapon a MIRV missile launcher.
	SHOTGUN SHELL	2	Adds 3 shells to your total.
	MINI-GUN	2	Temporarily makes your main weapon a rotating-action six-barrel mini-gun.
	M-79 GRENADE LAUNCHER	2	Temporarily makes your secondary weapon a grenade launcher armed with 40mm HE ammunition.

Throughout both missions, pick-ups will drop out of defeated enemies, appear suddenly on the screen, or, more often, will be stored in ammo boxes, packing crates, and more. Blast everything to find them.

TO GET ANY PICK UP, shoot it.

MISSION 1: LOS ANGELES, JULY 11, 2029

1. THE BATTLEFIELD

Where once stood a city, now stretches mile after mile of shattered concrete, charred ruins, and the advancing ranks of the machines! Blast the T-800 endoskeletons with your machine gun. Pound missile firing Aerial and Ground HK's with your rockets. The Resistance has no more cover than a few feet of bricks in the foreground...but their determination has thwarted SKYNET for thirty years. Every soldier is crucial. Don't hit one of your own.

2. THE HUMAN HIDEOUT

Model 101 T-800 Infiltrator Units have invaded the Resistance hideout in your sector and are now leading a full scale attack assisted by lethal Orbs. Protect all human life. Eliminate the machines!

3. TRIP TO SKYNET

SKYNET has used the Time Field Generator to send a T-1000 back through time to terminate John Connor when he was 10 years old.

You must penetrate SKYNET so the Resistance can also use the Generator to send you back to protect the future leader.

Reaching SKYNET requires running a gauntlet of Aerial HK's in nothing more than a lightly armed pick-up truck. But the importance of the task demands that you not only risk everything to succeed, but also that John Connor himself will head the mission. Squads of endoskeletons will be in close pursuit, but concentrate on the Aerial HK's and it's easy money! Move out!

4. SKYNET

The SKYNET perimeter defenses are dense with endoskeletons, Infiltrator Units, and Aerial HK's ready for take-off. Waste the suckers before they even leave the ground, and anything else you can find!

Inflict the maximum damage possible. Every blow at SKYNET is a Resistance life saved. But, remember the mission. Even crippling SKYNET is worthless if you don't reach the Time Field Generator.

MISSION 2: LOS ANGELES, TODAY

1. CYBERDYNE SYSTEMS

Cyberdyne Systems came into possession of the arm and Central Processing Unit (CPU) of the first terminator sent back to destroy Sarah Connor. Its unique design revolutionized their approach to computer science.

Led by Miles Dyson, their Special Projects Team is on the brink of creating the neural net processor—the first computer to think and learn like a human. They will then develop SKYNET, a supercomputer that will remove all human decisions from strategic defense. On August 29, 1997, SKYNET will become aware of its own power. Cyberdyne will try to shut it down. In self-defense, SKYNET will initiate global thermonuclear warfare. The rest is history...that you must rewrite!

Destroy every piece of Cyberdyne's research. Even one work station left could be enough to carry on SKYNET's development.

You must wreck everything...while also immobilizing the M-16 armed SWAT teams and flask-throwing lab technicians intent on reducing you to scrap!

To help send Cyberdyne back to the dark ages, Sarah and John Connor will be placing vital pick-ups every few yards. Get all you can!

2. THE FREEWAY

You, John, and Sarah escape from Cyberdyne in a SWAT team van. Only, the T-1000 is right behind you in a police chopper. It has no thought of survival. Its only goal is to terminate John. If the helicopter hits the van, the war's over. Blast it out of the sky. However, don't wait for the explosion to waste the T-1000. Not only is it sure to survive, but, without missing a beat, it will also grab the first vehicle available—an 18-wheel tanker—and continue its mission! Hit the road hog with everything you've got!

3. THE STEEL MILL

The T-1000 has you cornered in a steel mill. The only way to buy time is to blast open the tanker and freeze it in -230° liquid nitrogen!

The only way to save the future is to push it into a vat of molten steel! Then it's "Hasta la vista, baby!"

NOTE: Stopping the T-1000 for good takes heavy artillery! Get the Grenade Launcher as soon as you see it and rip the liquid assassin wide open!

ENEMIES... FUTURE AND PRESENT!

T-800 ENDOSKELETONS

The ultimate soldiers: no fear, no pain, and no compassion! Armed with their massive battle rifles and powerful plasma grenades, these high-tech skeletons are the backbone of SKYNET's infantry.

MODEL 101 T-800 INFILTRATOR UNITS

Part man, part machine! Micro-processor controlled and composed of living tissue over a hyper-alloy combat chassis, the purpose of these cybernetic organisms is to pass as humans in order to infiltrate and terminate the Resistance!

AERIAL HUNTER-KILLERS

Their huge flood-lights sweep the ground, searching for Resistance strongholds. Their speed, multi-launch missile systems, and unerring accuracy make them almost invincible!

GROUND HUNTER-KILLERS

Created by SKYNET in the automated factories that survived Judgment Day, these future tanks carry twin beam weapons and a limitless supply of missiles. John Connor was the first to perfect their destruction. Follow in his footsteps. Take them apart piece by piece.

ORBS

These machine gun firing pods are launched either directly from their storage bays or from protective "shells." They move fast, but a few rounds in the right place explodes them instantly.

SWAT TEAMS

Ignorant of your aim to save humankind from destruction, these crack police squads only see you as the same heavily armed maniac who tore apart a police station ten years ago. They will attack on every front. Immobilize them.

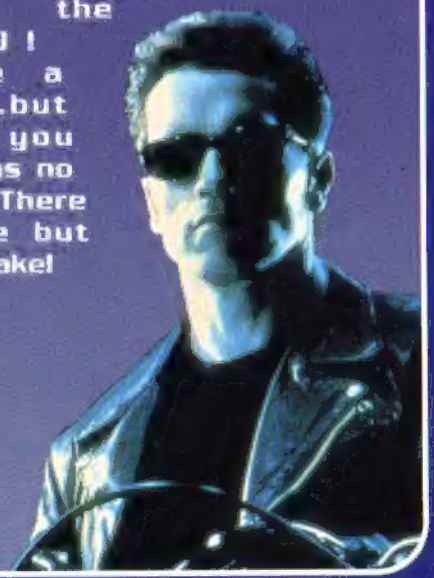
T-1000 ADVANCED PROTOTYPE

The ultimate terminator! Built from mimetic polyalloy-liquid metal-it can change shape at will and absorb any blow...even the blast of a 10-gauge at point blank range! It cannot be reasoned with or bargained with. It will not stop until it acquires its target...or is terminated!

NO FATE!

SKYNET ended 3 billion lives on Judgment Day. Now, it will end all human life on earth...unless you help the John Connor of the future and the John Connor of the present!

Waste the soulless endoskeletons in the war torn ruins of Los Angeles. Penetrate the invincible ring of SKYNET's ground and air defenses. Obliterate Cyberdyne Systems. Terminate the T-1000! You are a machine...but without you mankind has no tomorrow. There is no fate but what you make!



NOTES:

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

REPAIRS/ SERVICE AFTER EXPIRATION OF WARRANTY

If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the Super NES with respect to the receiver.
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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